

## PSED

- Linking to fairytales – what is a superhero/baddie/goodie?
- Can we change things so that there are no goodies or baddies, just characters trying to make good choices.

### Key vocabulary

- **Kind, caring, good choices, sharing, helpful, thoughtful**

### Key skills to practise at home

- Noticing/praising your child's good choices
- Notice when your child tries to do the right thing, even when it is very difficult for them!

## Literacy

- Understanding stories have a beginning, middle and ending – a problem and a resolution
- Developing vocabulary – afraid, wise, beware, chimney, boiling, whiskers, troll, trip-trapping
- Story sequencing
- Choosing and creating our own fairytales, including setting, characters, beginning, ending, problem and resolution.
- Listening for initial sounds, rhyming words, blending CVC words
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Stories – The Three Billy Goats Gruff, The Three Little Pigs and themed stories (e.g. looking after our planet)

## Physical Development

**Gross motor skills** – creating obstacles courses in the garden, using outdoor equipment (crates, planks) to build bridges which will carry a child safely, fitness sessions (follow instructions to complete the moves)

**Fine motor skills** – threading, building with small items, connecting pieces of construction toy, using tapping sticks, letter formation and skill practice using different media, playdough, tweezers etc

**Independence skills** – gaining confidence to climb up and down steps, crates and rope ladders, taking jumpers on/off.

## Things to do at home, things to do together

- Listen carefully to the initial letter of words, 'mmm', 'sssss', 'a' etc. What can you think of/find that starts with 'mmm' (for example)
- Retell familiar stories and rhymes, using expression or vary voice for different characters
- Share favourite fairy tales together – can you change the 'baddie' into a 'goodie' by helping them to make better choices?
- Consider things you could do at home to help wildlife in our garden or to keep the area clean – a litter pick for example.
- Continue planting and caring for plants
- Count leaves and petals on flowers as they grow

## Summer 1 – Nursery topic knowledge organiser – Broadening horizons



## Understanding the World

- World Earth Day – being planet superheroes
- What is special about where we live?
- How can we help to look after our planet?
- What actually is a superhero, what good things do they do?
- Buildings around the world – what is similar/different about them? How are buildings made strong and safe? How are buildings different in hot and cold countries?
- Could a wolf really blow down a house of straw or sticks?!

## Communication and Language

Conversational practice – my turn/your turn.  
Learning to wait to speak to develop listening and responding skills

Asking a question and hearing the response – can you demonstrate understanding of the answer?

Use, repeat and respond to simple two (working towards 3) step instructions

### Key vocabulary

- Speak/speaking
- Listen/listening
- Hear/hearing
- Turn taking
- Waiting and watching

## Maths

**Number:** Secure confidence in all aspects of number from 1-5 (numeral formation, subitising (dice dots), ways to make 2-5, Numicon, objects)

Take and give 1, 2 and 3

**Shape, Space and Measure:** Compare and sort collections, some linked to our stories; Lead on own pattern making (some story linked); puzzle work

### Key skills to practise at home:

- Number formation to 5
- Counting, counting, counting...counting objects carefully, ensuring 1:1 correspondence
- Who has more?
- Which number is bigger/smaller?
- What comes...before 5, after 3?
- Playing with shapes. Look for 2D shapes around the home and out and about. Can children name them?

## Expressive Arts and Design

- Learning skills in drawing...how can we draw a person? What do we need to add? Looking in the mirror to draw our faces...what do we notice? Where on our face is our nose?
- Working as a team to build bridges from newspaper and masking tape, construction toys etc
- Using colour, texture, shape, to design a character